

## Meeting Agenda

Location: Idégränd 15

Date: 19/3

Time: 14:50 - 15:30

Facilitator: *Andreas Karlberg*

Participants: Andreas Karlberg, Jonathan Kara, Magnus Junghard Huttu, Linus Karlsson

### 1. Objectives

Come up with what we need to do this week and how to split the work up. To finish the test classes.

### 2. NA

3. We know what we are going to do in this project, a Tetris inspired game.  
The RAD and all the Use Cases are done. We've started to implement test classes.
4. We are almost done with the RAD
5. Discussion items (35 min)

### Bullet

- a. First we create a bullet and send in x and y coordinates when we create it.
- b. We need to update it and make it work. Create an image of the bullet.
- c. We think this is the easiest way to do, because it fits the other classes well.

### Player

- a. It's two variables score and name. The score sets to the name and shows up on High Score. This doesn't do anything during the game.
- b. It's done.
- c. We wanted a simple class that keeps track of the scores.

### Cannon

- a. Three variables, x, y and an image. It extends Image. When you create it sets on the x and y position.
- b. Make it work with the test class.
- c. We have a cannon class because it's an important class to the game.

### 6. Outcomes and assignments (5 min)

Linus and Jonathan creates the the cannon and the test class.

Magnus and Andreas creates the explosion.

### 7. Wrap up

- a. NA
- b. Next meeting will take place Thursday 22/3